



ROGUISH ARCHETYPE: VENOMBLADE

VENOMBLADES ARE MASTERS OF TOXIC WARFARE. They carefully infuse their weapons with deadly poisons, striking swiftly and leaving behind a wake of afflicted adversaries. Despite their name, Venomblades work with all kinds of poisons. They make it their business to know every toxin in existence inside and out, whether it be naturally occurring, or a deadly concoction created by a mad alchemist.

Venomblades also work tirelessly to perfect their own unique poison formula that can debilitate or kill even the most resilient of creatures.

POISONER PRODIGY

3rd-level Venomblade feature

You gain proficiency with the Poisoner's kit if you don't already have it, and add double your proficiency to any check you make using it.

You add a special additive of your own design to all poisons you make or obtain. A dash of holy water, a bit of acid, and other exotic ingredients have allowed your poisons to affect creatures that are not normally able to be poisoned. Whenever you force a creature to make a saving throw against the Poisoned condition, you ignore immunity to that condition.

Additionally, you can use Sneak Attack against a poisoned creature, even if you do not have advantage on the roll or they are not within 5 feet of one of your allies. All other rules of Sneak Attack still apply to you.

BANE AND BLADE

3rd-level Venomblade feature

You perfectly weave together the art of poisoncraft with the discipline of the blade. You can use the bonus action granted by your Cunning Action to apply a dose of poison to a weapon or ammunition.

Whenever you finished a long rest, you can create a number of doses of personal poison equal to your proficiency bonus plus your Intelligence modifier. Personal poisons are Injury poisons. Once applied to a weapon or piece of ammunition, the poison retains its potency for 1 minute or until you hit with the weapon or ammunition. When a creature takes damage from the coated weapon or ammunition, that creature must succeed on a Constitution saving throw against your Personal Poison Save DC or take 1d4 poison damage and become poisoned until the end of your next turn. The DC is calculated as follows:

Personal Poison Save DC = 8 + your Proficiency Bonus
+ your Intelligence Modifier

The damage of your personal poison increases as you gain levels in this class: 2d4 at 5th level, 3d4 at 11th level, and 4d4 at 17th level.

POTENT POISONS

9th-level Venomblade feature

Your poison weakens your enemy's immune system as it courses through them, making them more susceptible to follow up attacks. A creature poisoned by you loses resistance to poison damage if it has it. If it is immune to poison damage, it instead takes half damage whenever it is dealt poison damage.

In addition, you can use your personal poison save DC with any poison that forces a creature to make a saving throw against the Poisoned condition, rather than the poison's normal DC, or whichever is higher.

LETHAL INGENUITY

13th-level Venomblade feature

The speed that you coat your weapons is unmatched. The first time you apply a dose of poison to a weapon or ammunition on each of your turns, you can do so as your free object interaction.

You have also learned to repurpose poisons that were not originally made for weapons. You can now apply any kind of poison to your weapon or ammunition, regardless of type, rather than just Basic Poisons or Injury Poisons. These include Contact, Inhaled, and Ingested.

VENOMOUS STRIKE

17th-level Venomblade feature

Your poisons invite death to even the most resilient creatures. When you roll poison damage against a creature that is poisoned by you, you can choose to treat that creature as having vulnerability to poison damage for that roll.

You can use this ability a number of times equal to your Proficiency bonus, and regain all expended uses on a long rest.



DOCUMENT CREDITS

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